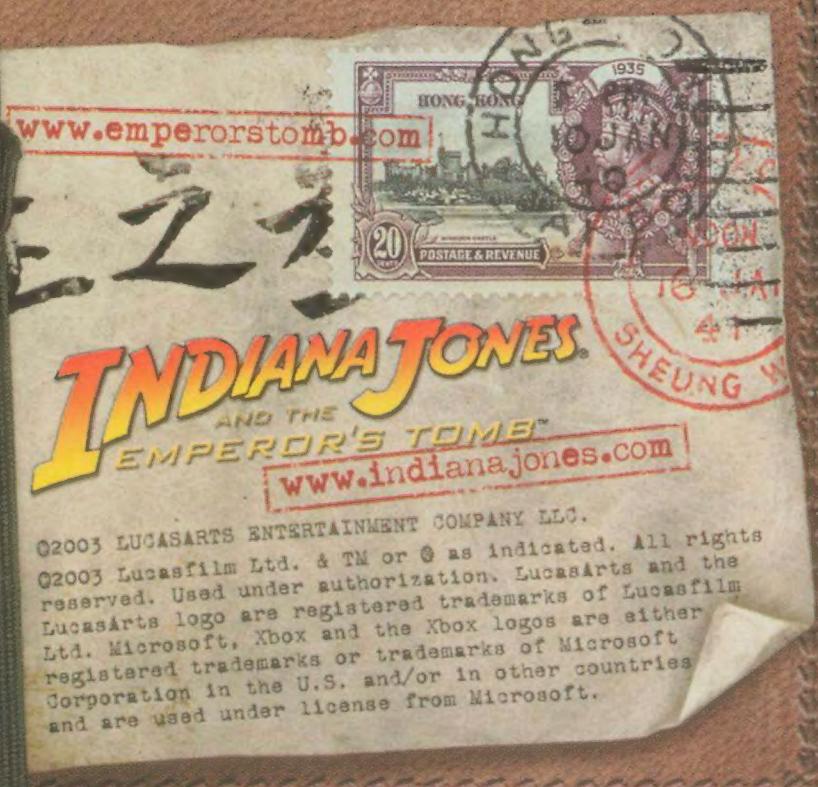


1935

JOURNAL

INDIANA JONES® AND THE EMPEROR'S TOMB™



607502

HEALTH BOARD NOTICE: Safety Advisory For Travelers Abroad

POST 05 JAN 1935

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

*Don't forget to
bring spectacles
this trip!*

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play or circumvention of copy protection is strictly prohibited.

Update: Customs requires all medications obtained outside of the United States be accompanied by documentation at the time of reentry. No exceptions.

This information provided by request of the American Consulate and can be obtained at any U.S. Emba

*jan 5
Marcus says I need a calling card for when I'm out in the field and not "immersed in academia." I've scribbled some lettering to null over, and attached it to the cover. I think it suits me. My colleagues at the College think I focus too much on my duties outside the classroom. What's the use of research if it has no practical application? Still, I need to make sure I have this semester's curriculum outlined before I get too involved in another assignment for the museum. If it weren't for the steady pay I'd take a job less strenuous than teaching! The artifacts from the class field trip only date back a few hundred years, but I know Marcus will still be interested.*

jan 6

Contents

To organize my thoughts I'm referencing important material on this first page. Dad always carried a journal so he'd remember every experience. Unfortunately for me, Dad never forgets!

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LucasArts Company Store 34

Software License and Limited Warranty 36

Jan 6

Jan 7

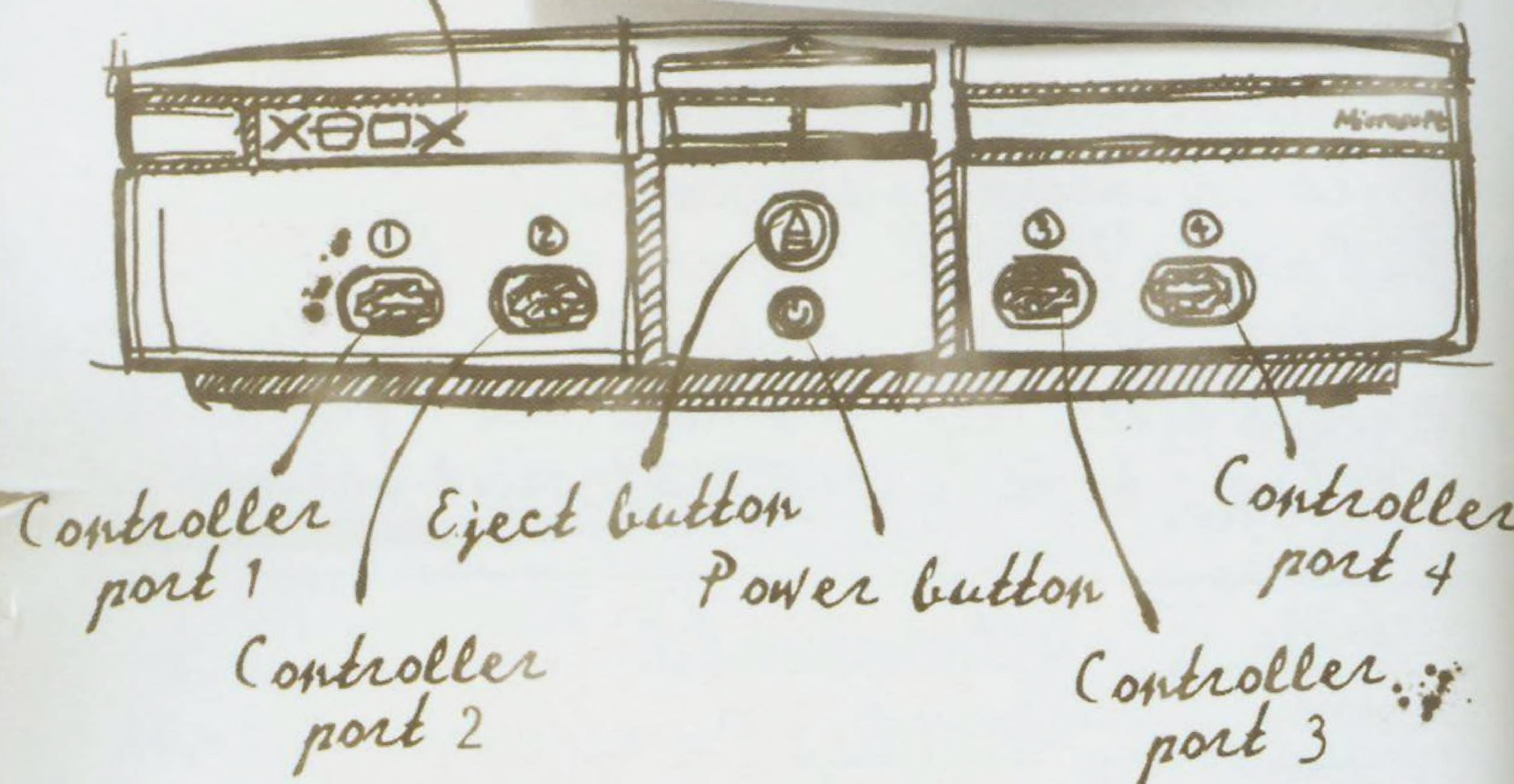
Jan 8

Jan 9

SETUP & II

RENDITION

Disc tray



DATE: 08 Jan 35

SITE: Allen Dig-k

LOT #: 12

ITEM: Xbox Video Game System

MATERIAL: Man-made high-impact composite.

DESCRIPTION:

Once I supplied power to the artifact I realized its true potential. Very powerful. Created by an extremely advanced civilization.

Its origin is difficult to determine. Its construction suggests Egyptian influences, the vivid pigmentation could only have come from this continent. Ancient trade routes? Prague 2 discover

Indy- this artifact comes from our museum Archives and so far our researchers have been unable to identify it. Obviously it is very sophisticated. See what you can do. Marcus

NATIONAL MUSEUM ANTIQUITIES ARCHIVE RESEARCH
THIS FORM AND ITS CONTENTS ARE CONFIDENTIAL UNTIL VERIFICATION PROCESS IS COMPLETE

CATALOGUE #: 052384

COLLECTION: *undetermined*DERIVATION: *unknown*NOTES: *I could get this artifact to function only by observing these rules:*

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Indiana Jones® and the Emperor's Tomb™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Indiana Jones and the Emperor's Tomb.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

THIS DOCUMENTATION IS COMPLETED IN ACCORDANCE WITH THE INTERNATIONAL TREATY FOR THE PROTECTION OF ANTIQUITIES

RESEARCHER: Prof. H. Jones Jr.

CURATOR: Marcus Brody



NATIONAL MUSEUM



Barnett College

Jones-
I expect you will
not follow convention
but the trustees
require me to review
this with you

INTERDEPARTMENT MEMO 01/09/35
Department Heads route to all instructors. These guidelines
and changes take effect immediately. Use as outlined below
ATTN: New departmental procedures concerning the manipulation
regulatory controls. See diagram for specifications and ex-

1873

USING THE XBOX CONTROLLER

Filed Jan. 14, 1932 4 Sheets-Sheet 1 Jan. 1, 1935. 1,985,884

fig. 1

fig. 2

28 Claims. (Cl. 74—326.5) Serial No. 647,157

PATENT OFFICE

1. Insert the Xbox Controller into any controller port of the Xbox console.

2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Indiana Jones and the Emperor's Tomb.

Diagrams and information provided by the campus Board of Education, courtesy of the Patent Office, reg. 052489

jan 10
Misplaced my Webley again. Maybe I left it in my desk. That's what I get for not using my holster. Read in the paper about Abner's recent discoveries in the north Orient. Seems like his obsession with religious antiquities is paying off. Which reminds me, Marcus wanted me to check out some of the recent finds of the early Manchu Dynasty. If I can shake off some of this academic responsibility I should head off to Shanghai. Made a few promises I gotta live up to. And a few bets too.



jan 12
I've been spending more time than I'd like at the library. There must be a connection in Topkapi's treasury that links the Sultan to the grave robberies in North Africa. Certainly the feience inlay on the dagger is from the Old Kingdom. I've had Marcus check related pieces in storage but he's found nothing. I had hoped to discover something during the Omega Expedition that would shed some light... I guess I'll be visiting Istanbul on my next ~~sabbatical~~ sabbatical. So much for Hawaii!

STEAMER LINES

I overheard a wireless message coming from the cabin next to mine.

FFSKART

TE KLASSE

SHIP TICK

IRD CLASS



POS. 13-24
T 09633

europäischen Häfen.
European port.

INES

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in the UNITED STATES
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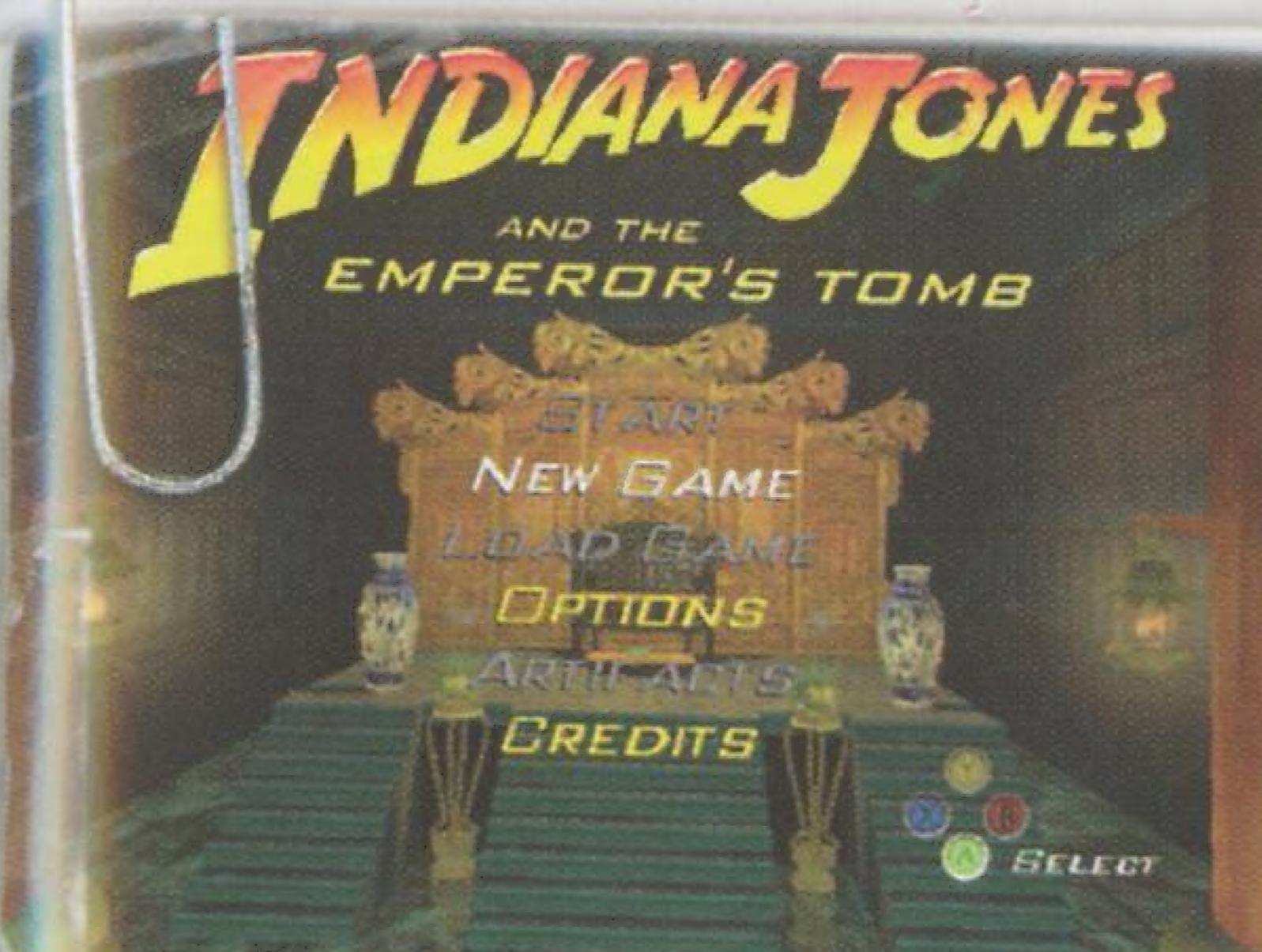
小人

中華人民共和国

Gepäcktransport (abgesehen von beyond this amount, nothing
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rg am on the of 27

Monthly Stmt. of Cash Sales.

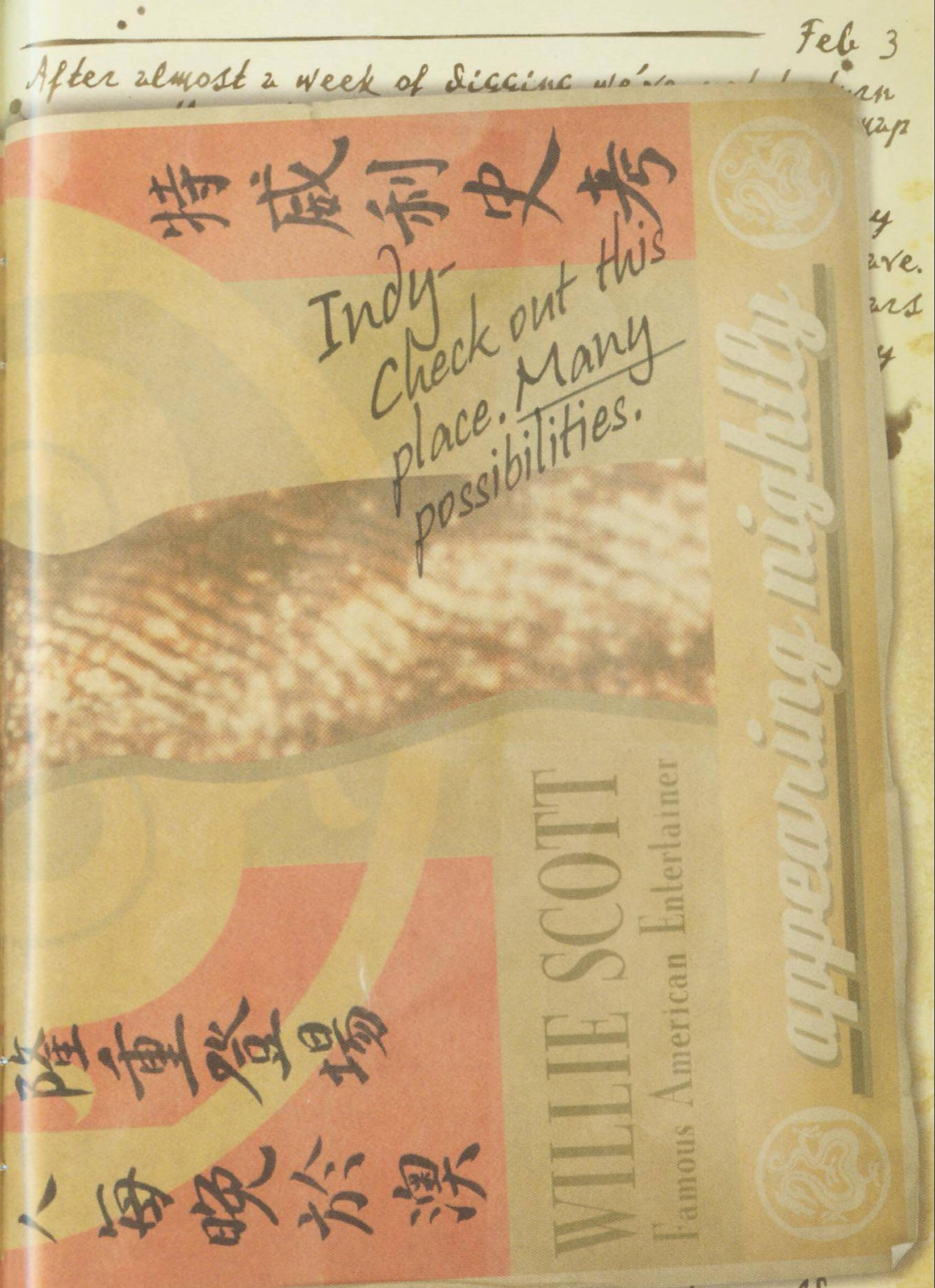
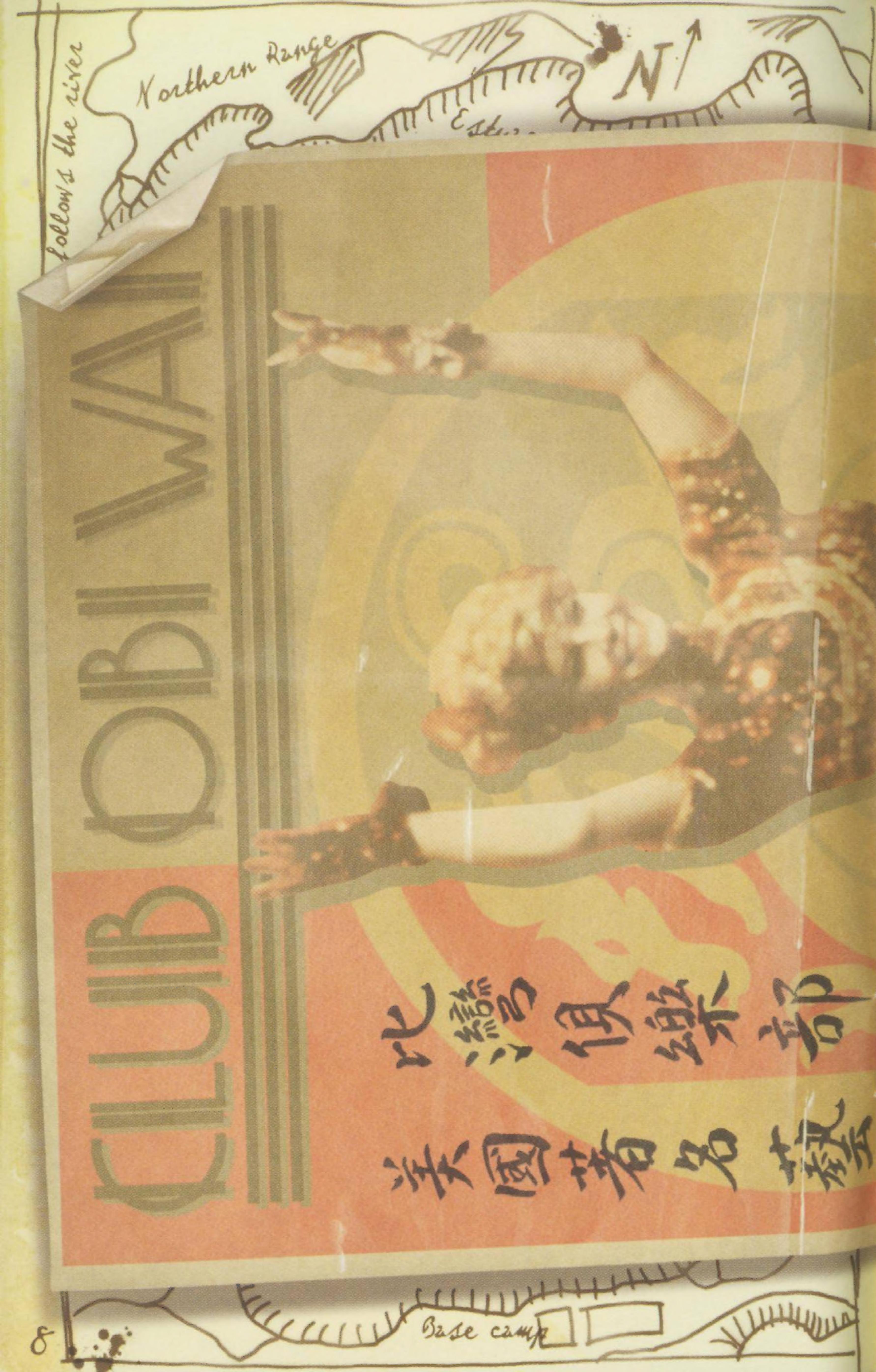


MAIN MENU

a	Family name	Given names	button to confirm. Press the B button to exit a menu.
1	START		Select after loading a previously saved game or after choosing to begin a New Game.
2	NEW GAME		Before you can start a new game, a session must be created so your progress can be saved. To create a session, enter a name from the alphabetical menu by navigating with the left thumbstick and pressing the A button. Up to ten games can be saved.
3	LOAD GAME		A list of previously saved games is available through this selection. Saved games may also be deleted from this screen. See page 28 for more information on loading.
4	OPTIONS		To enhance your gameplay experience, you may want to adjust the following:
			Controls: You can reconfigure the Xbox controller with the provided presets, and turn the vibration function ON/OFF.
			Camera: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view.
			Audio: You may set the volume levels of the game's Music, Sound FX, and Voice.
			Display: You can calibrate the screen brightness and turn the subtitles ON/OFF.
			Difficulty: There are three levels of difficulty: Easy, Medium, and Hard. These options alter your maximum Health Level and the strength of your enemies, and may provide a more challenging experience.
5	ARTIFACTS		Find all the artifacts in the game to unlock a bonus.
6	CREDITS		See the adventurers who brought you this incredible Indy experience!

STEAMSHIP TICKET SCHIFFSKART for transportation to a non-European port

Der Fahrraum The passage



The Kelsey Museum is only a century old.
The Kelsey Museum claims Terenouthis, a
Ptolemaic/Roman site in Soknopaiou Nesos,
though it was MY research which located it!

9

RESEARCH



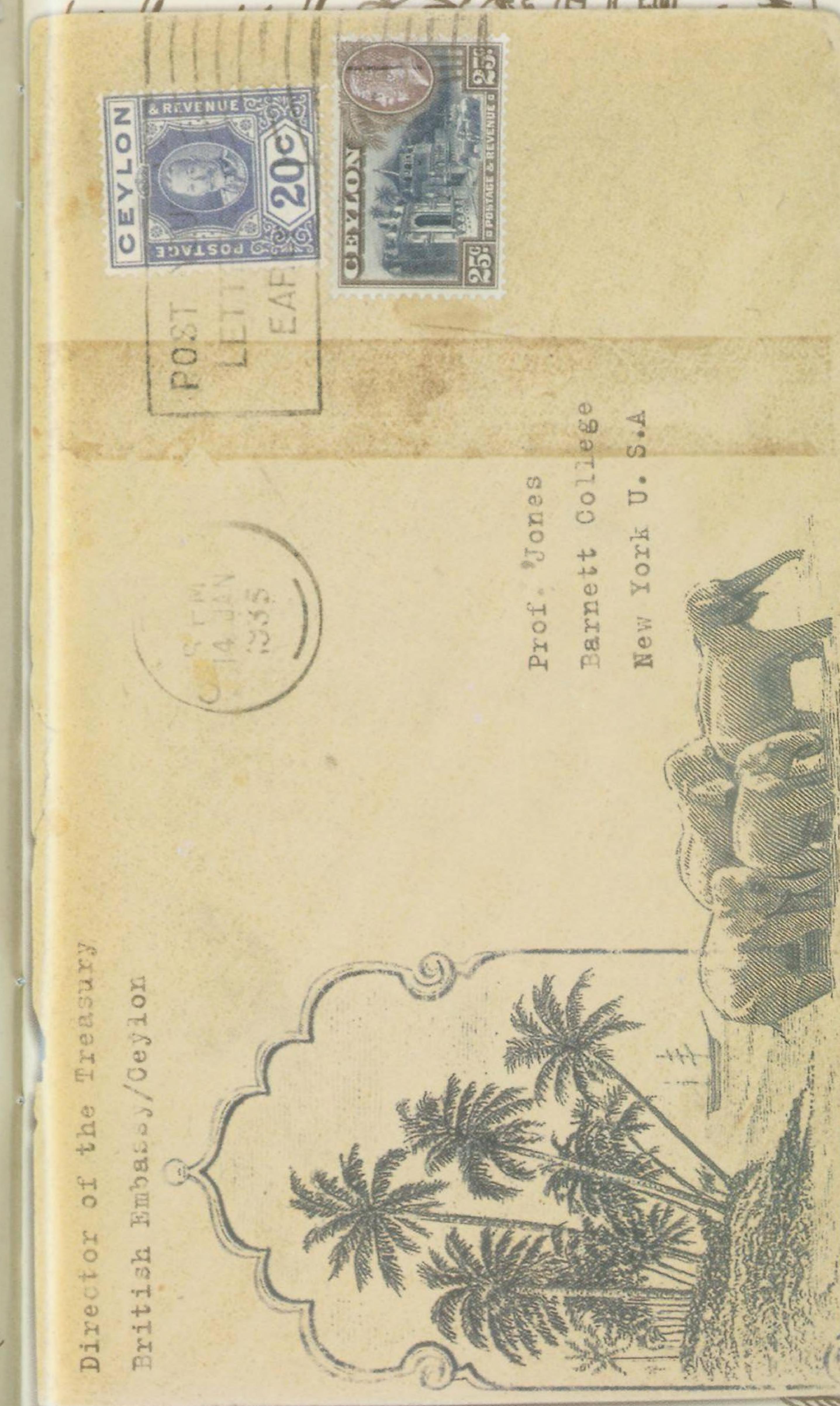
I've contacted the National Archeology College Association regarding Barnett's contributing budget for field work. Recent funding from the WPA has increased my overall expense margin, but the Board seems to think I'm more of a grave robber than a historian. Apparently, the Works Progress Administration specifies ~~copying~~ rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Feb 8

Good news! Marcus wants me to help locate an artifact in Ceylon, and the campus Board of Directors is more than happy to send me on a sabbatical. Maybe I shouldn't have used Marcus' government connections to have FDR straighten out my budget dispute! I've cabled my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Arunpara and the Savarati Idol as soon as I hear back from him.

Albrecht Von Beck (?) is after the idol as well. ^{Feb 11}
This tip comes from a most unlikely source:
Belloq! Though Belloq and I fiercely compete for
the same artifacts, it appears the rivalry between
Von Beck and Belloq is even greater!

I was greeted with a traditional ceremony.
"Ayubowan" with hands clasped



— Feb 19
studying
Savarati
morning
use or

monetary system
in circulation.

WEATHER FORECAST

Showers probably tonight and Saturday; not much change in temperature.

SEVENTY-SIXTH YEAR—NO. 282

RUMORS OF LOST TOMB CAUSE SPECULATION

The First Emperor
of China Is the Last
To Be Found

Emperor Ch'in Shih-huang-ti unified the Empire of China by centralizing ruling power into an autocracy to govern the feudal communities in 246 B.C. Though Emperor Ch'in Shih-huang-ti was technically the ninth emperor to rule, he was the first to unify the seven states of China through agricultural and military reform. His name, "Shih" means "first," and "Huang" was the title of the previous three emperors, and Emperor Ch'in Shih-huang-ti has been considered the "First Emperor" since his self-proclamation. He created townships, built roads, standardized script writing and coinage, and unified economic and cultural exchange across the continent.

When he ascended the throne, Emperor Ch'in Shih-huang-ti began the construction of his tomb, in the tradition of all-powerful leaders of antiquity, and died in 210 B.C. while campaigning away from the Capital.

The tomb of the Emperor is widely known, and has been revered by locals for centuries; however the actual crypt or mausoleum of the Emperor himself has never been discovered, nor has a full-scale excavation been commissioned.

We interviewed Dr. Abner Ravenwood, an expert on Antiquities of the Orient, via cablegram over several days. Currently he is in Nepal working on personal research.

The *Evening* Star

NEA Feature Service

EURO

ITALIANS WILL START WAR BY YEAR'S END

Expect Campaign to
Consume Four
Years

Paris, Feb. 16—Great Britain has informed Italy that an invasion of Ethiopia will result in the collapse of the League of Nations and a resumption of the dangerous pre-war "balance of power" in Europe, authoritative sources said today.

London, Feb. 1.—Italy intends to attack Ethiopia on two fronts during the later part of the year and will be prepared for a four-year campaign, according to expert military opinion.

Information in the hands of the British military intelligence is that Italian military leaders themselves are preparing to

LOST TOMB (continued from page 1)

Dr. Ravenwood, how do you explain the absence of a sarcophagus? "There can be several reasons. Grave robbers. Animals. Or perhaps the Emperor is simply buried in some undisclosed location to perplex his enemies."

What about treasure? Surely he was a man of great wealth. Since none has been found in his tomb, could treasure be buried with him in this secret location?

"Unlike the ancient Egyptians, the wealth of the Emperors of China generally remained in the palace or treasury for his successor. I doubt that anything of great monetary value would be found. Though artifacts, invaluable to the scientific community may yet be uncovered. Palace records indicate that the Emperor commissioned hundreds of terra cotta statues from local artisans. An army to protect the dead perhaps? But I wax romantic. If the records are true, evidence of such a large assemblage would have turned up. A small statuette in the Chicago Museum is believed to be the model for its life-sized counterpart, but I don't believe the commission was ever completed."

What about treasure of religious value? "You have been talking to my colleagues, haven't you? Yes, I have been seeking out artifacts that hold great religious significance. I find the study of ancient beliefs to be fascinating. But in the case of the Emperor, he was known as a reformer and a tyrant, but not a man particularly respectful to the gods."

Do you think the Emperor will ever be found?

"It is unlikely that he can be found. Unless some record exists as to where he may have been buried, I fear the First Emperor of China will forever rest, which is as it should be possible to broadcast this year."

Communication added that in the view, it is up to the United States to issue invitations for a formal conference to follow informal five-power gatherings in London. It is understood that the powers still regard London as

resident is en route from his California home.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment, saying

ESDAY, FEBRUARY 20, 19

MENT



The Bund or Water Front at Hong Kong, China

BY DAU

Cincinnati, O., Feb. 1. The Chief of Police, Department of Justice, and killed in a gun battle and his slayer, resident, was wounded. The gun battle occurred in his home, where agents attempted to suspect automobile.

The alleged thief charged with murder and was hospitalized, though the injuries

Dr. Jones,
outlined is the routine I've recommended
for improving your mobility. Though you've
not sustained any lasting injury from
your last expedition, you seem to have a
snack for getting punched in the face.
Take care of that whip arm as well.
Proper exercise is the best treatment I
can offer, but I've also approved a
prescription for minor muscle pain. Your
diet could use improvement too.

Try eating dates. A stiff belt of whiskey
... won't hurt either!



Dr. B. Frodente
NY Medical Clinic (Poughkeepsie)
Plsnt Val-10-05

Dose	Quantity	Refill
2mg	30 count	No
Date:	01/14/35	

R/X: salicylic tanis benzodrine

Directions: Take daily in the morning
or whenever pain is prevalent.

Doctor: B.M. Frodente

Feb 27
Doc says I need to participate in less
strenuous digs. If he only knew! I'm still
aching from that mishap near the Marquesas
Islands. I think I'll avoid the water for awhile!
Checked into my hotel in London. A cable from
Dad was waiting. Though the impending war hasn't
really affected home yet, he sounded pretty
concerned about me ~~being~~ flying back and
forth across European borders. A lot of ruckus
in Ethiopia lately and the French control in
Somalia is falling apart. It's just diverting
attention from the real troublemakers though.

Jan 14, 1935

I've heard that Duke Ellington is staying in Paris

BASIC MOVES

01/14/35

Per your Doctor's recommendation, follow this routine daily.

All control descriptions use the default controller configuration.
You can change the configuration at the Options Menu (see page 7).

WALK/RUN: Press the left thumbstick gently to walk or hard to run in any direction.

JUMP: Press the Jump (B) button while standing, walking, or running. Note: Only your whip can be used while jumping.

CLIMB: You can climb low obstacles by pressing the left thumbstick forward. Higher obstacles will require a jump. Press the left thumbstick up while hanging to pull yourself up, or press the Jump (B) button to dismount from a hanging position. To climb certain vertical obstacles, look for ladders, vines, stone blocks or scaffolding. Approach the wall and press up on the left thumbstick to climb. Pressing the Jump (B) button before reaching the top will cause you to let go and drop.

ACTION: The Action (Y) button can perform a variety of operations depending on the situation. These can include activating the appropriate inventory item, picking up an item, opening a door, lighting a torch and more.

COMBAT: Pressing the Primary Attack (A) and Secondary Attack (X) buttons will make you punch/jab/kick, or utilize your weapon if one is equipped (see Combat Moves on page 20).

DRAW/HOLSTER WEAPON/LAST ITEM USED: Pressing the Black button will draw or holster the last selected weapon (see Combat Moves on page 20) or item. Pressing this button will also access the last selected Inventory Item, or place an item in your satchel (see page 27).

RELOAD: Pressing the White button will reload any equipped gun with ammo from your inventory.

MOVE CAMERA: The right thumbstick allows you to adjust the camera view at any time. Press the left trigger briefly to reposition the camera behind you.

LOOK: Holding the left trigger down will activate the first-person perspective Look Mode. While in Look Mode, move the left thumbstick to change your viewing angle, which is very useful for aiming. While in Look Mode, you can also see your Status (see page 25).

from the offices of Dr. B. Frodente

14

15



Reinstal-Post

im NS-Zeitungsvorlag
Gmünd / Postfach



VIA ZEPPELIN
FRIEDRICHSHAFEN



Herr A. VB.
Post B21 Československo
Prag

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中華民國鐵道部
特別快車
天津至平頭
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法幣 22 元



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DEVELOPED BY SAMUEL F. B. MORSE

FIELD MANUAL

SKILL LEVEL THREE

COMBAT MOVES

KNOW YOUR ENEMY

You will fight your enemies in either Close Combat or Ranged Combat.

Close Combat is bare-knuckled, no-holds-barred fighting involving hand-to-hand moves, your whip, and improvised weapons.

Ranged Combat is useful in situations where long-range firepower is more effective than bare-fisted brawling, and involves a variety of guns from your trusty pistol to enemy machine guns.

When in doubt, whip 'em!

CLOSE COMBAT

Hand-to-hand attacks can range from punches, jabs, elbow smashes, kicks, knee smashes, head-butts, shoulder throws and more, depending on which buttons you press and your position to the enemy.

To punch, press the Primary Attack (A) or Secondary Attack (X) buttons (which correspond to your right and left fists). These buttons may also kick an enemy if the enemy is down in front of you. Use the left thumbstick to control the direction of your attacks.

To grab an enemy, press the Primary Attack (A) and Secondary Attack (X) buttons simultaneously.

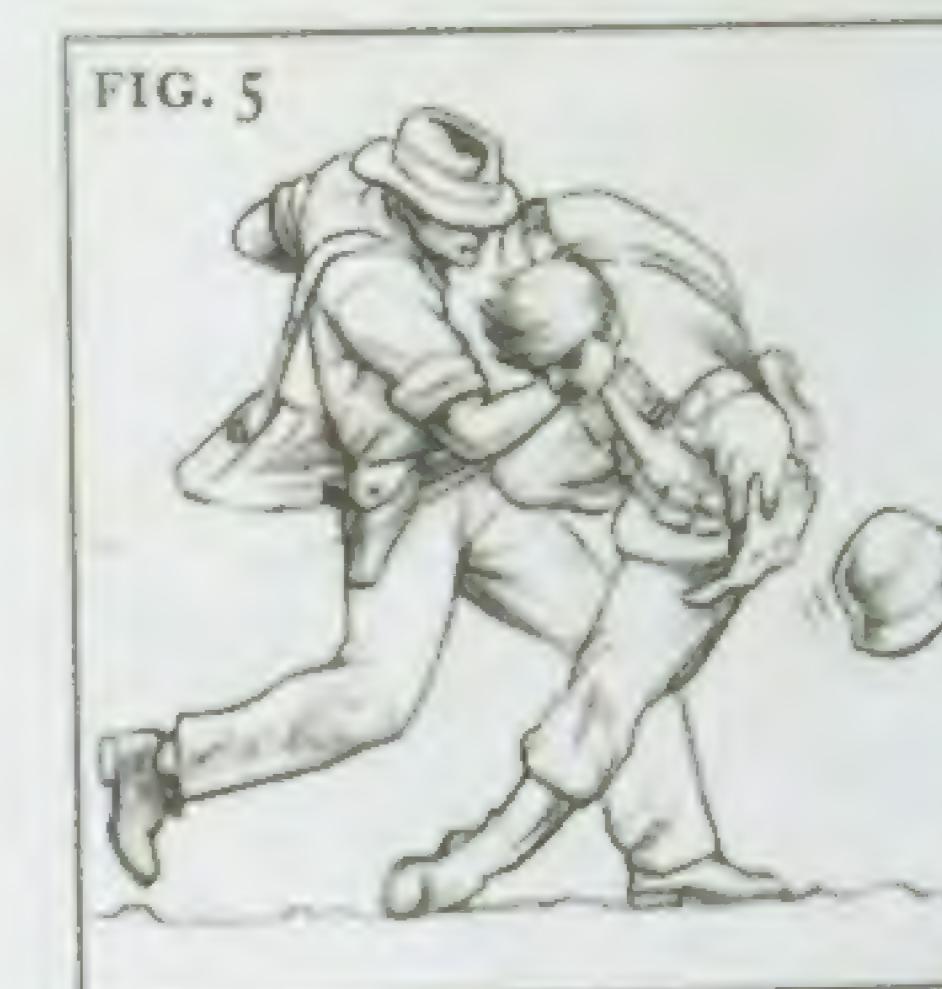
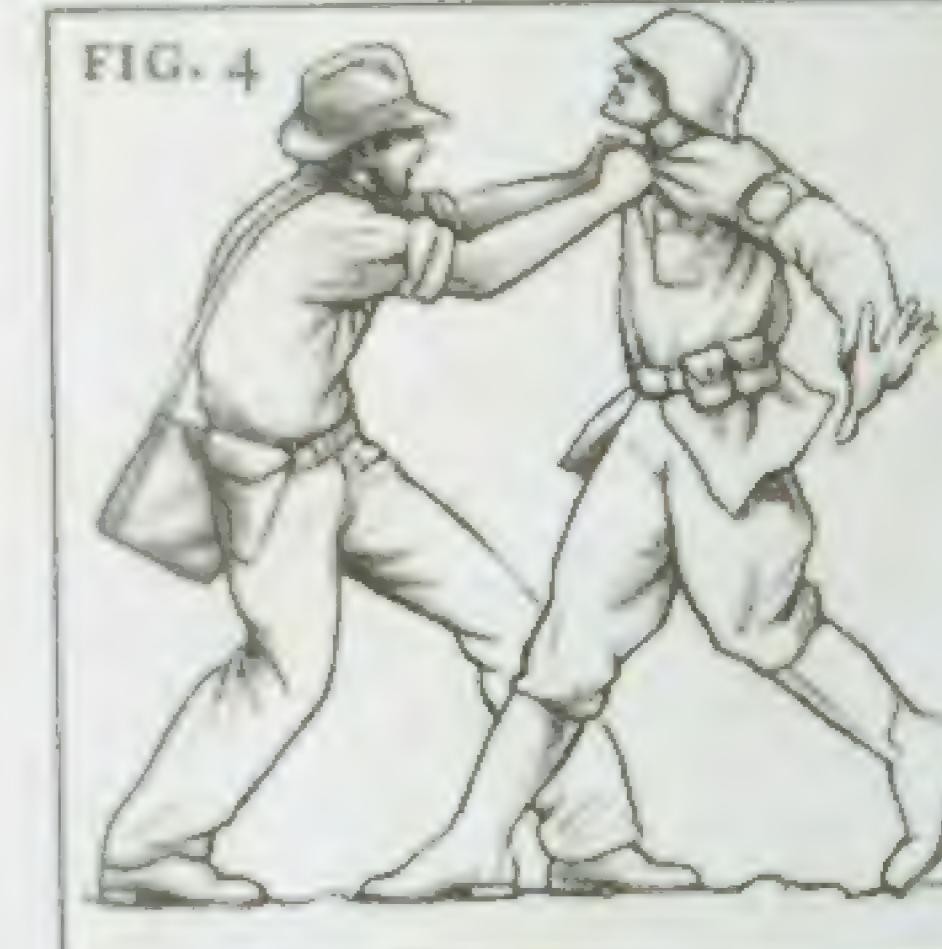
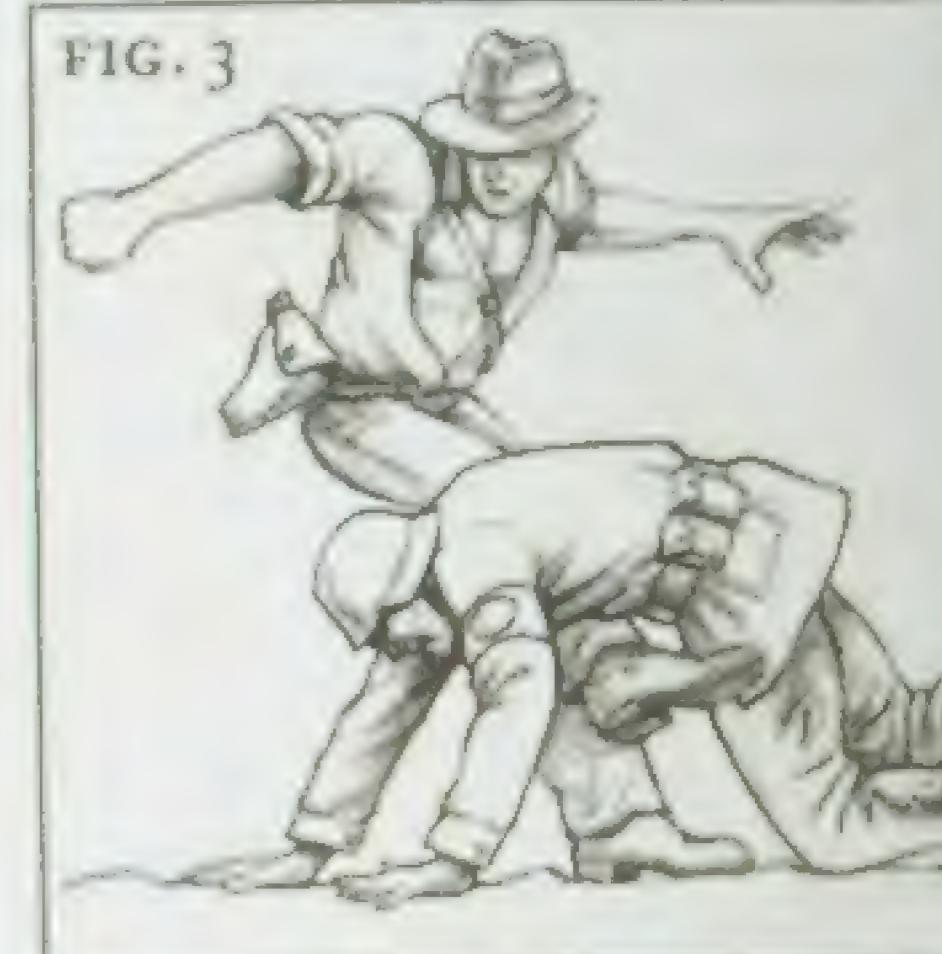
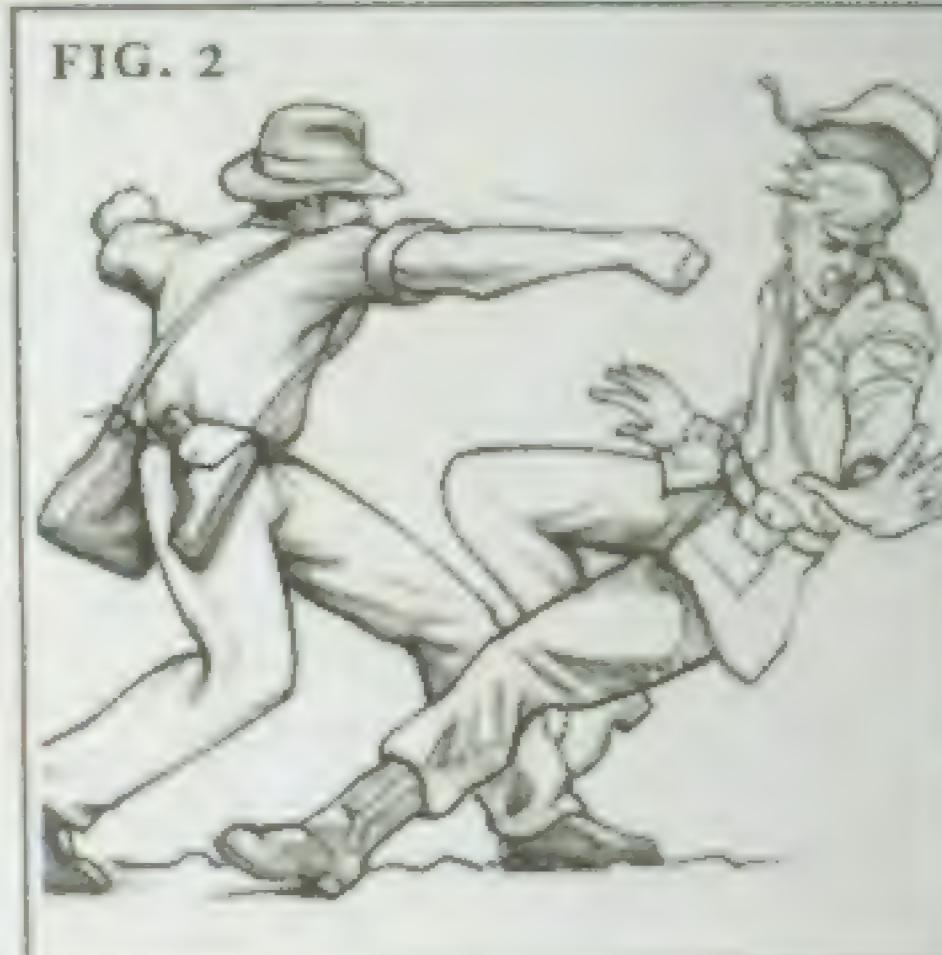
Study the examples shown at right.



Junior, though I don't approve of violence (or your methods in general), this guide from my training days in the volunteer corps may prove handy should you run into trouble again. Your father

12.21.3.1.19 — 1

WASHINGTON D.C.



Example punches:

Most Punch Combinations can be achieved with only three button actions. If your enemy is down, you will perform Kick Combinations as well.

X-X-X (basic triple-left combination)

A-A-A (basic triple-right combination)

Example grabs:

Once you have grabbed an enemy, you can perform special grapple punches or knee attacks by pressing the Primary Attack (A) and Secondary Attack (X) buttons. You can also throw an enemy that has been grabbed by pressing the left thumbstick in any direction. Grabbing an enemy from behind performs an especially powerful headlock grapple.

X+A (grab), then X-X (knee attack), then left thumbstick (throw enemy)

Example combos:

In addition to the combinations above, alternately pressing the Primary Attack (A) and Secondary Attack (X) buttons will perform more advanced (and devastating) combinations. Furthermore, pressing the left thumbstick in varying directions while tapping out any of the button combos will result in different attacks.

X-A-X

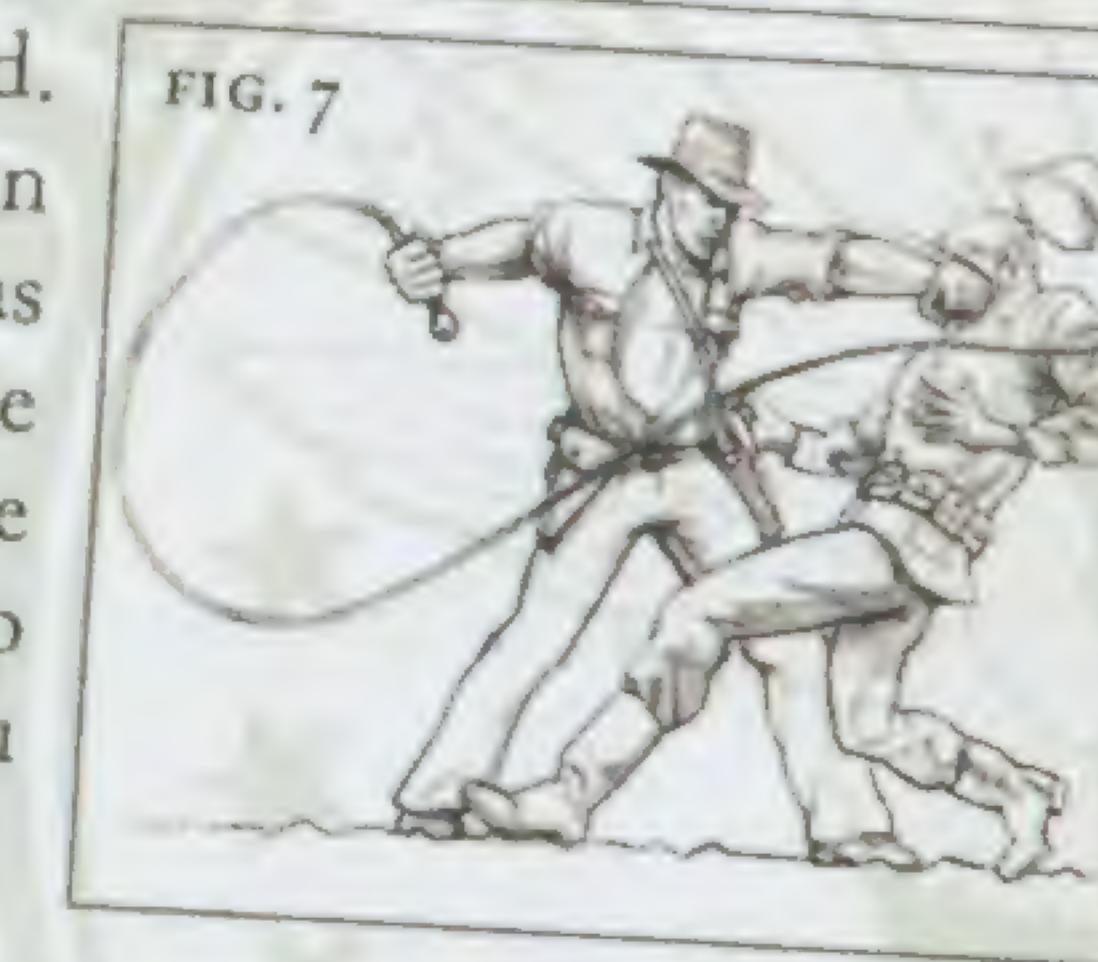
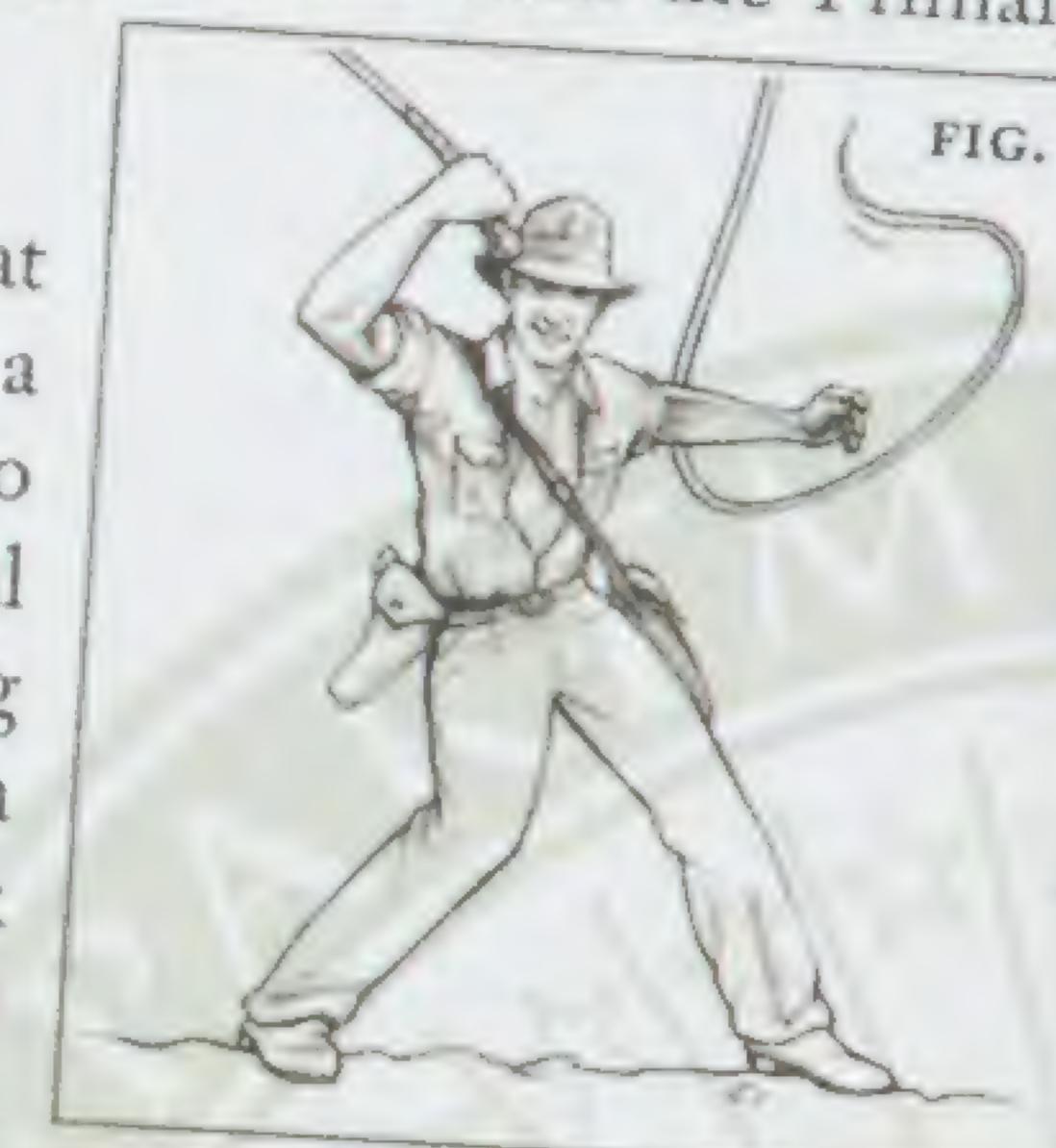
A-X-A

Even
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he
UAL
LEVEL THREE

COMBAT MOVES

Your Close Combat weapons include your whip and a wide selection of improvised weapons you can pick up from the environment and wield for a limited time. Close Combat weapon attacks are performed with the Primary Attack (A) and Secondary Attack (X) buttons.

The Whip: To use the whip effectively in combat requires skill and practice, because the whip is not a particularly fast weapon. However, its ability to drive enemies backwards and its variety of special attacks makes the whip a versatile and stinging weapon. Pressing the Secondary Attack (X) button will crack the whip, and is effective in pushing back multiple enemies. Pressing the Primary Attack (A) button quickly will perform a quick overhead strike that will knock a weapon out of your enemy's hand. Note: If you disarm an enemy, sometimes you can pick up and use his weapon. Be careful, however, as other enemies can do the same thing and use the fallen weapon against you. Pressing and holding the Primary Attack (A) button will wrap the whip around an enemy's neck and pull him towards you automatically for a powerful combination punch.



Machete: Use the machete to hack your way through vine-covered passageways, or cut some ropes.

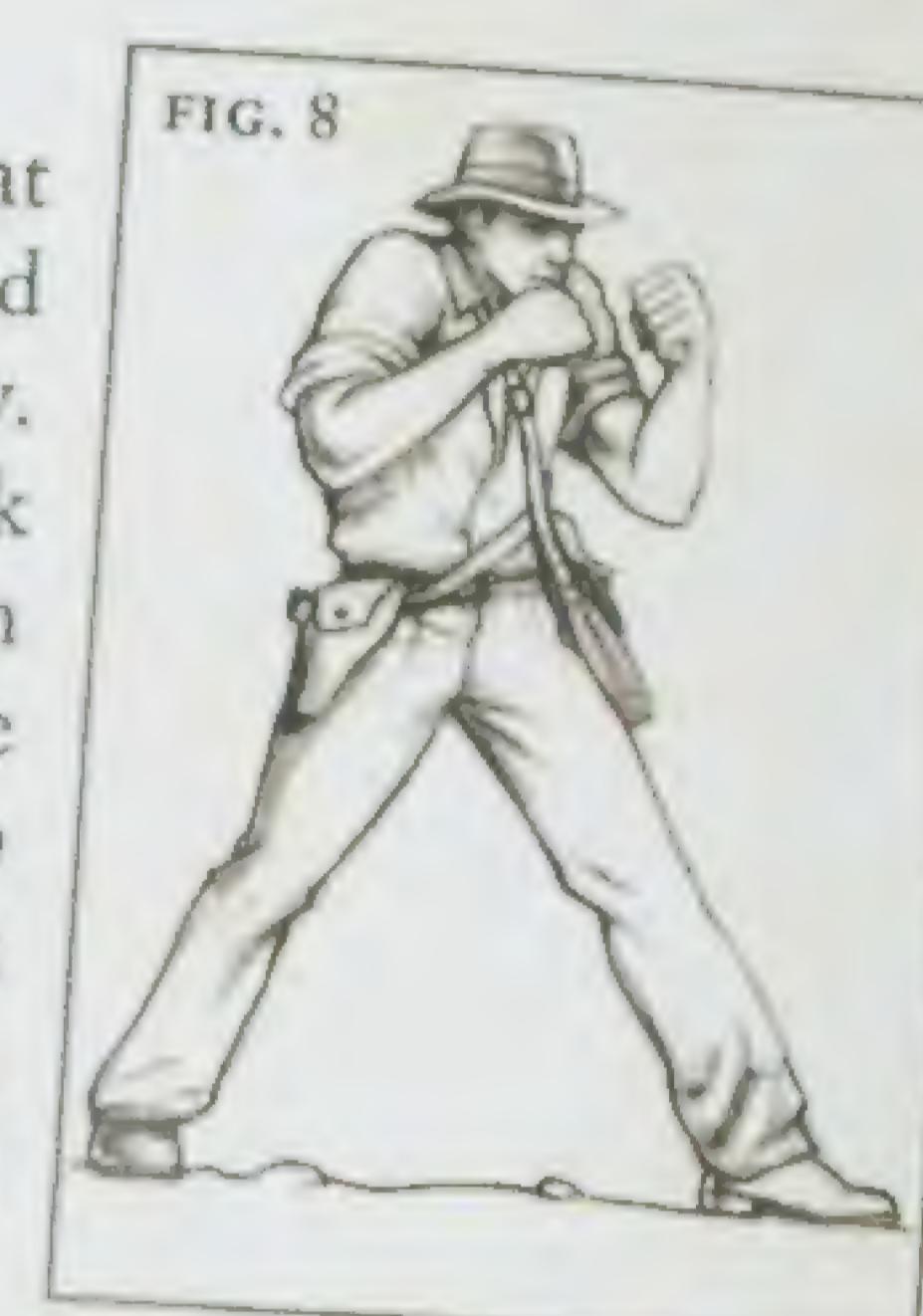
Improvised Weapons: You can use items in your environment as improvised weapons, such as a shovel, bottle, chair or even a table leg (if the table is broken first). Some improvised weapons can be used to parry blows, while others can only be thrown at an enemy. Unlike your whip, some improvised weapons may only be used a few times before they break! To pick up an improvised weapon, press the Action (Y) button. Use the Primary Attack (A) button to wield the object. Some objects (like bottles) can be thrown by pressing the Primary Attack (A) button. Hitting the Black button or selecting a new weapon will make you drop the improvised weapon.

Grenades: Grenades will explode several seconds after you press the Primary Attack (A) button. Make sure that you are out of range of the explosion!

BRUXELLES 1935-EXPOSITION UNIVERSELLE
OFFICIELLE

19.16.9.5.12.2.5.18.7

WASHINGTON D.C.



Throw Meter: If you pick up certain throwable objects, like grenades, press the Primary Attack (A) button to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the Primary Attack (A) button to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the right trigger and enter Guard Mode. You will automatically face your nearest enemy. You can block any frontal attacks but you cannot block attacks that come directly from behind, so position yourself to protect your back when combating multiple enemies. While in Guard Mode, holding down the Jump (B) button and pressing the left thumbstick will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the left trigger executes a forward somersault.

Trap Mode: Occasionally, when confronted with dangerous traps, you will automatically enter Trap Mode. While in Trap Mode, pressing the left thumbstick will execute quick evasive dashes, but you cannot change the direction you are facing.

RANGED COMBAT

Your primary Ranged Combat weapons are your pistol and whip. Unlike the whip, guns only utilize the Primary Attack (A) button. Pressing the Secondary Attack (X) button will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the left trigger will initiate the Look Mode and an aiming cross hair appears (see page 15). Holding down the right trigger enables you to lock onto one target, increasing your accuracy.

As you select or fire your weapon, your Ammunition Status appears in the lower right portion of the screen. The ammunition is shown in two counters. The first indicates the number of shots you can fire before reloading, and the second indicates the number of rounds remaining in your inventory. You can reload your weapon at any time by pressing the White button.

trust your instincts!

REQUIRED MATERIALS

This introductory course to antiquarian research covers basic field methods and the interpretation of material evidence from the excavations of historical sites; with emphasis on strata association (sequencing and seriation techniques) and the prevention of site contamination. Excavation is inherently destructive; therefore the history of excavation methodology and the ethics of disturbing sites of cultural significance will also be examined. This is a hands-on course, and requires each student to become familiar with the following in order to properly interact with the curriculum:

ACTION ICONS

The Action Icons are informative graphics that appear in the top-right corner of the screen when a special action can be performed. These Icons can provide valuable hints if you are uncertain about what to do. Note: These Icons do not appear if the game difficulty is set to Hard.



Whip Swing



Fill Canteen



Cut Item

Lever/
InteractivePick Up
ObjectLevel
End

Push

Demo
Charge

Look

Operate
Crane

Jan 07, 1935



figurine, First Dynasty
Found in Sian, not
much patina.

about 150 cm high,
bronze. Kneeling
warrior, possibly
holding a wooden
staff (missing).
Lost wax casting

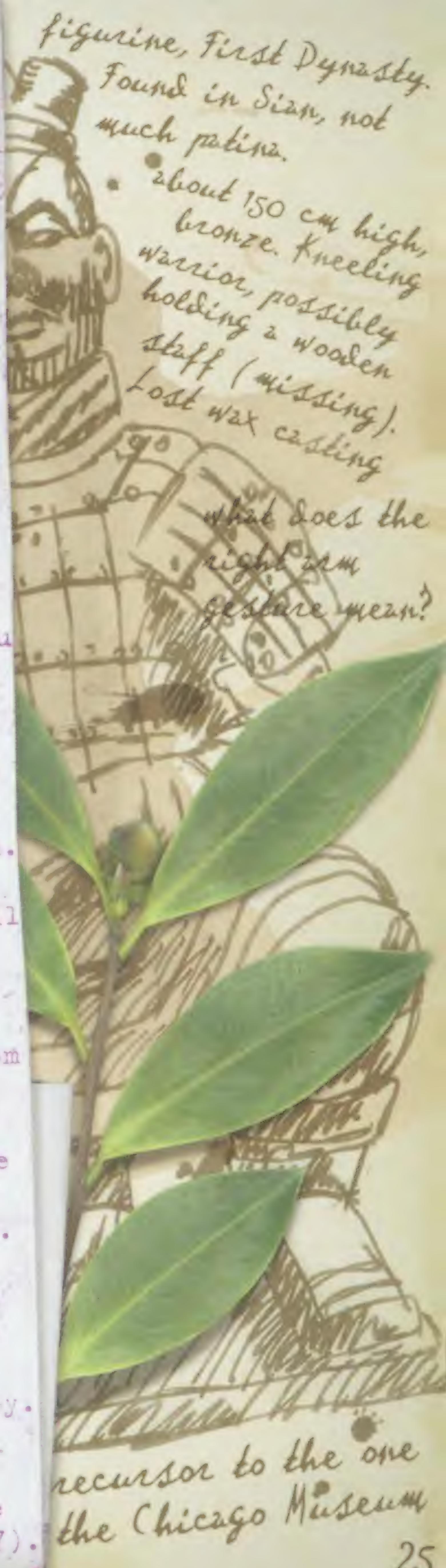
what does the
right arm
gesture mean?

STATUS

Your Status appears whenever you are in *Look* Mode (when the left trigger is held down).

HEALTH METER: Your Health Meter ranges from green to red and reflects your current condition. Each time you receive damage (from a punch, pistol shot, fall or drowning), the Health Meter appears momentarily on screen. Watch yourself; as you become hurt, you will slump forward from exhaustion. Once your health drops below 20 percent, the Health Meter will remain on the screen. Once your Health Meter reaches zero, the game is over.

WATER METER: You need water to survive on your adventures. As you drink water, your Health Meter increases proportionately. You drink water from your canteen and refill it at the fountains found throughout the level (see Inventory on page 27).



MEMO:

"He shall not bind his soul with clay."—Alfred T. Tennyson (1809-1892)

INDIANA

Because the condition of the SAVARATI Idol was, shall we say, LESS than satisfactory, our exhibit on religious idolatry is being postponed, much to the disruption of the Museum's operating budget. I'm not giving up, however. The Museum has yet another relic it would like recovered in time for a special exhibit on the South American Chachapoyan Warriors, opening early next year. We have begun preliminary research and hope to locate the temple which we believe may contain a 2,000-year-old golden idol. Not much is known about the site; only that we are in competition with several other museums and collectors, which may add a modicum of danger to the expedition. This is YOUR area of expertise, and your chance to show the Museum that you are still our most profitable "expert of antiquarian acquisition."

THANKS AGAIN, INDY, AND BETTER LUCK NEXT TIME.
MARCUS



Much free time in the field
26 some polished ritual stone



Barnett College

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DEPARTMENT NATURAL SCIENCES

DATE 07/12/35

COURSE ARCHEOLOGY 101

PURPOSE

PROFESSOR JONAS. H. JR.

FIELD SUPPLIES FOR
ON-SITE RESEARCH
(SEE ATTACHED)

SEMESTER FALL '35

DEPT. APPROVAL Dr. Snedley

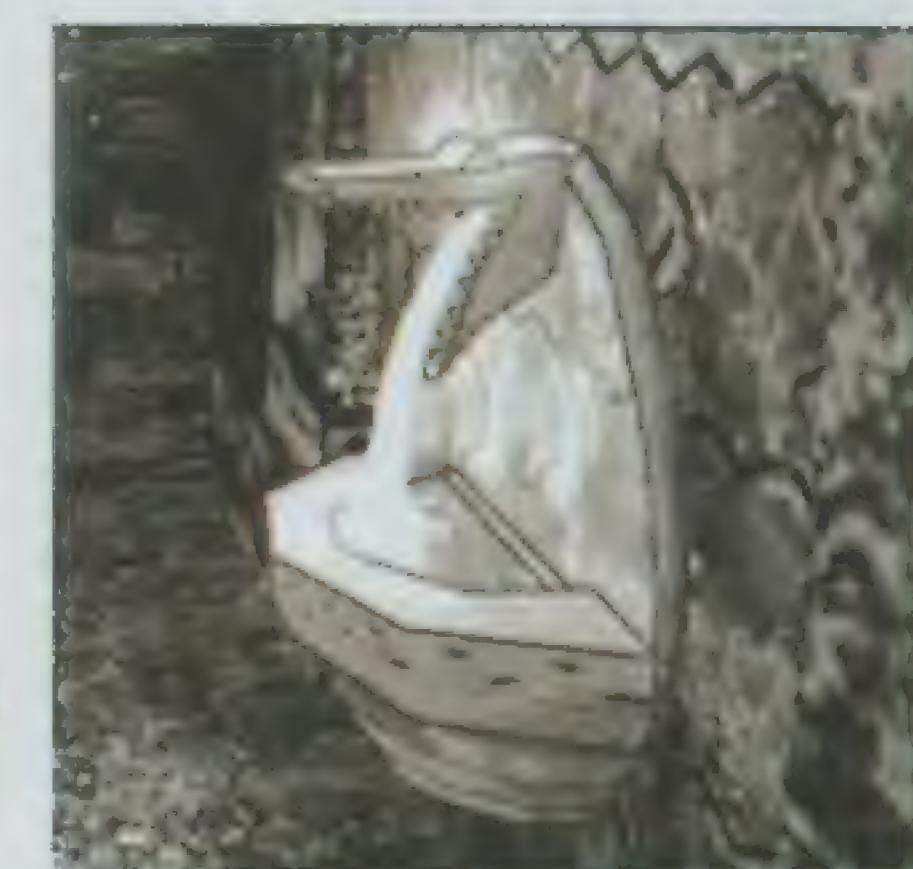
MATERIALS

INVENTORY

The inventory in your Mark VII satchel changes as you acquire new items during gameplay. Your standard kit contains your whip, pistol, and canteen. To scroll through your inventory, press the directional pad left or right, and press up on the directional pad to select, or down to deselect.



✓ WEAPONS: Your whip, pistol, and other weapons are explained on page 22.



✓ CANTEEN: The canteen restores your health by refreshing you with water. The canteen holds enough water to restore your health from 0-100 percent. You can drink water at any time by selecting it from your inventory and holding down the Primary Attack (A) button until you reach the level you desire or until your canteen is empty. The canteen can be refilled at fountains found throughout the levels. To refill your canteen, stand at a fountain and hold down the Action (Y) button. It's a good idea to fill your canteen at every opportunity.

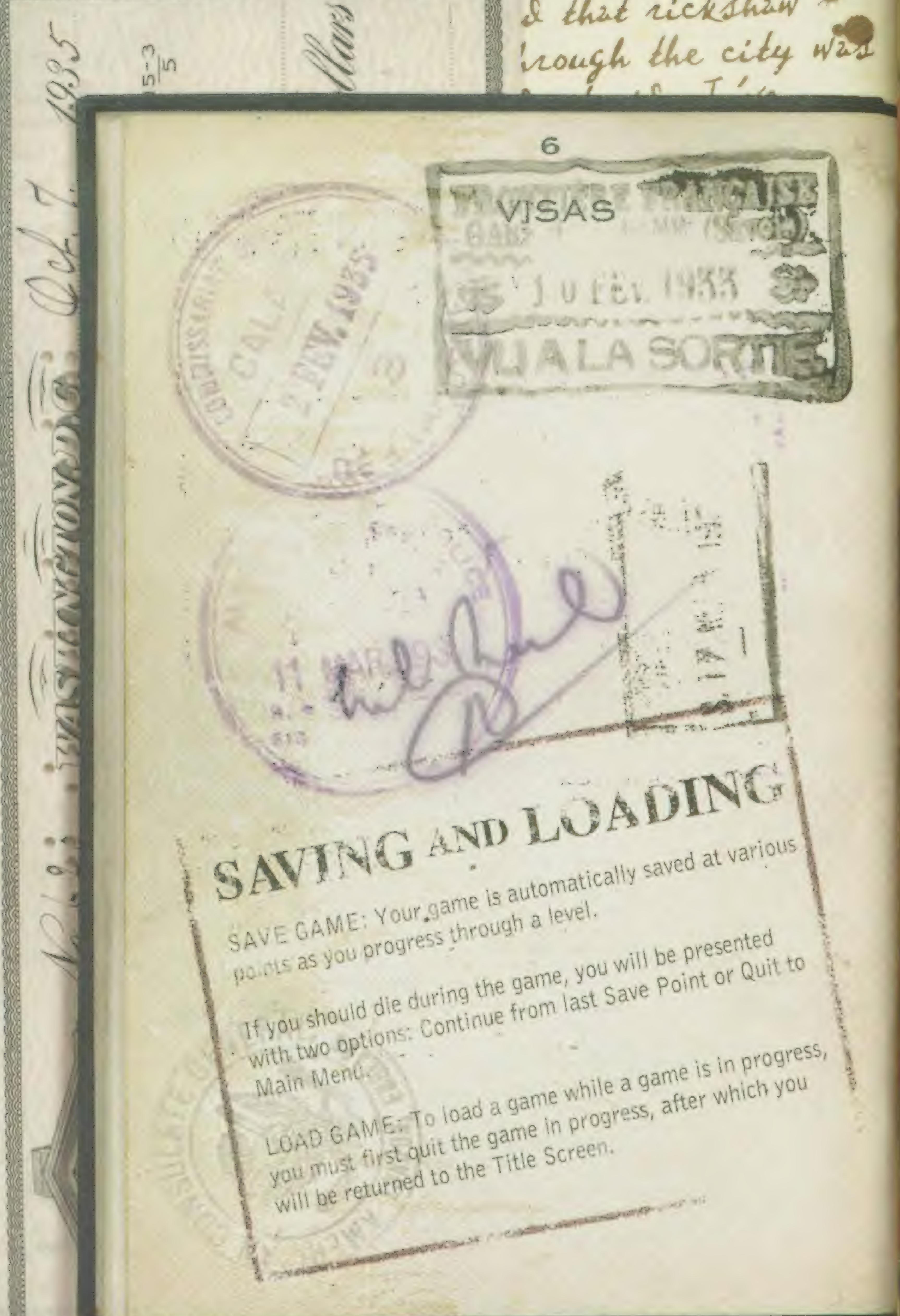
✓ MAP: If you should find a map, you can view it by selecting it from your inventory.

PLEASE NOTE: DUE TO NEW POLICY, AMMUNITION CAN NO LONGER BE SUPPLIED BY THIS INSTITUTION.

SPECIAL ITEM REQUESTS

Book: "Poisons, Antidotes, and Other Medical Theories" by Addison.
Khyber Bowie Sword
Textbook: "Learning to Fly: An Introduction to Private

Jones—
I'm approving this voucher for the above
items only! The college will NOT replace
another Webley! Snedley



28 number of snakes. No wonder it's part of their



29 and I must translate this when I have time.

THE COMPANY WILL APPRECIATE SUGGESTIONS

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I. M. WELTHIE
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with helmet any day! I should know better than
but
FROM ITS PATRONS CONCERNING ITS SERVICE

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LC = Deferred Cable
NLT = Cable Night Letter

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flying

none other than Amelia Earhart!

Sept 5

I couldn't have gotten through this without help
from a lot of people— Special thanks to Marcus,
my Father, Barnett College, and the National
Museum. Oh, and George and Steven too.
* And all those to whom I owe credit:

The Collective

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Creative Director, VP
Richard Hare
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Gary Priest

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Darragh O'Farrell

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"The Raiders March" From the motion picture RAIDERS OF THE LOST ARK Written by John Williams. Published by Bantha Music (BMI) and administered by Ensign Music Corporation throughout the world.

Voice Credits

Indy
David Esch
Mei Ying
Vivian Wu
Marshall Kai,
Ch'in Shi-Huang-ti
Keone Young
Von Beck, Ivory Hunter
(South African)
Nick Jameson
Richter, SS Soldier 3
Kai Wulif
Feng Twin 1, Feng Twin 2
Jennifer Yen
Wu Han
Alan Drevin
Homonculus, Triad Ghoul
Kevin Michael Richardson
SS Soldier 2
Jim Ward
German PA Announcer,
Ivory Hunter (Russian)
Phil Proctor
Triad Grunt 1,
Triad Grunt 2, Waiter
Arthur Eng
SS Soldier 1
Herbert Primig
Turkish Mercenary
Kerem Hanci
Palace Guard
Lei Yin
Gestapo Agent 1, SS Colonel
Torsten Voges
Gestapo Agent 2,
SS Officer
Matt Lindquist
Thanks to
George Cheung
Brooks Gardner

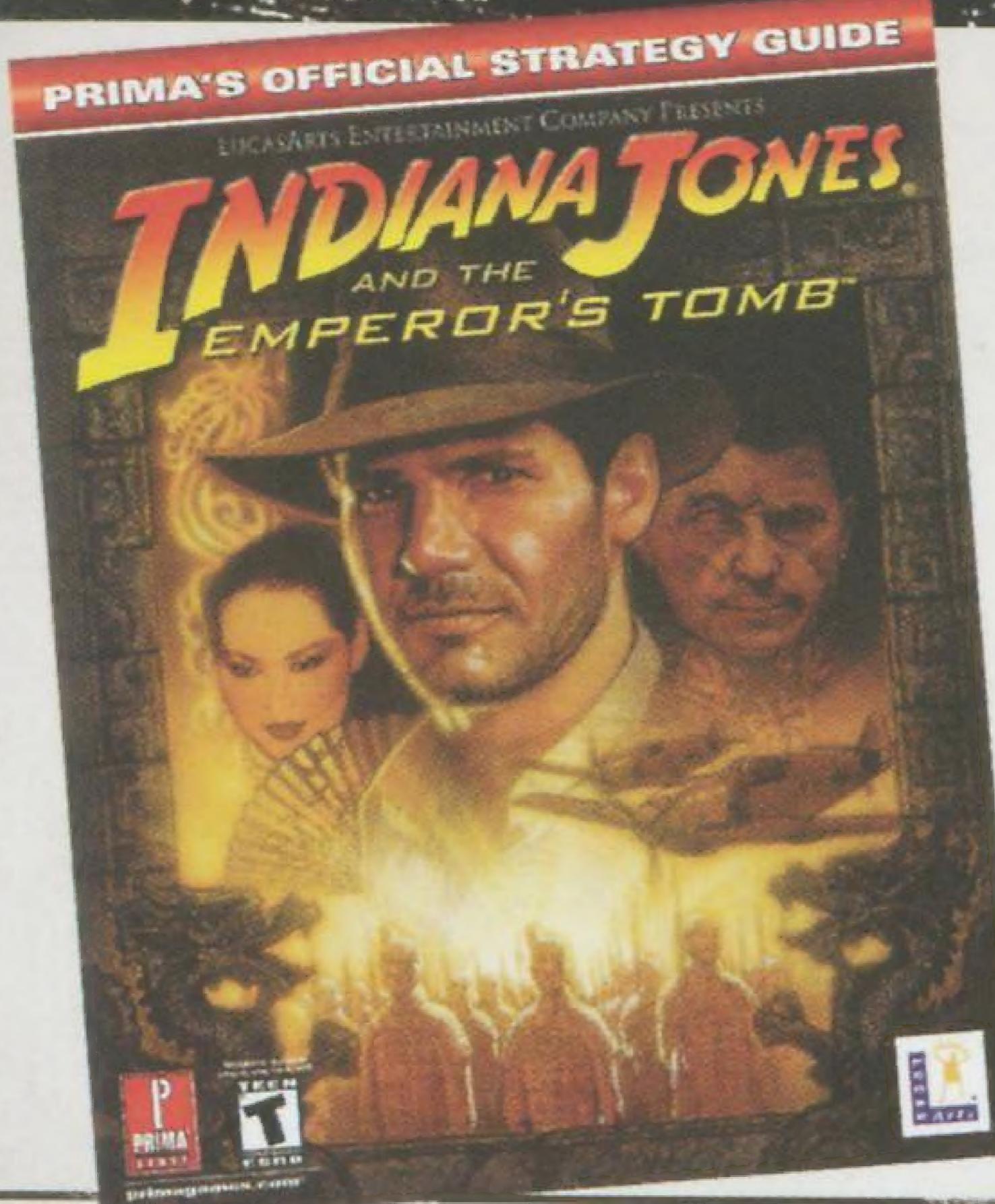
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Crystal Wright
Chicago Recording Company Engineer
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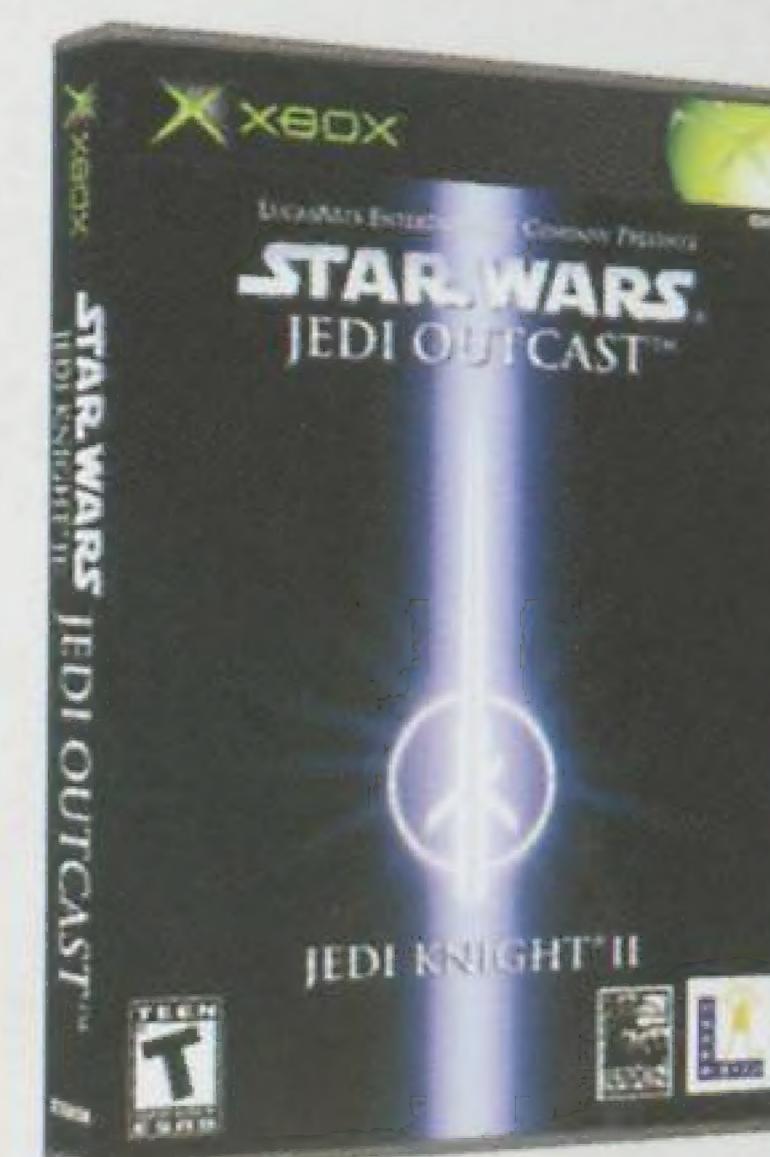
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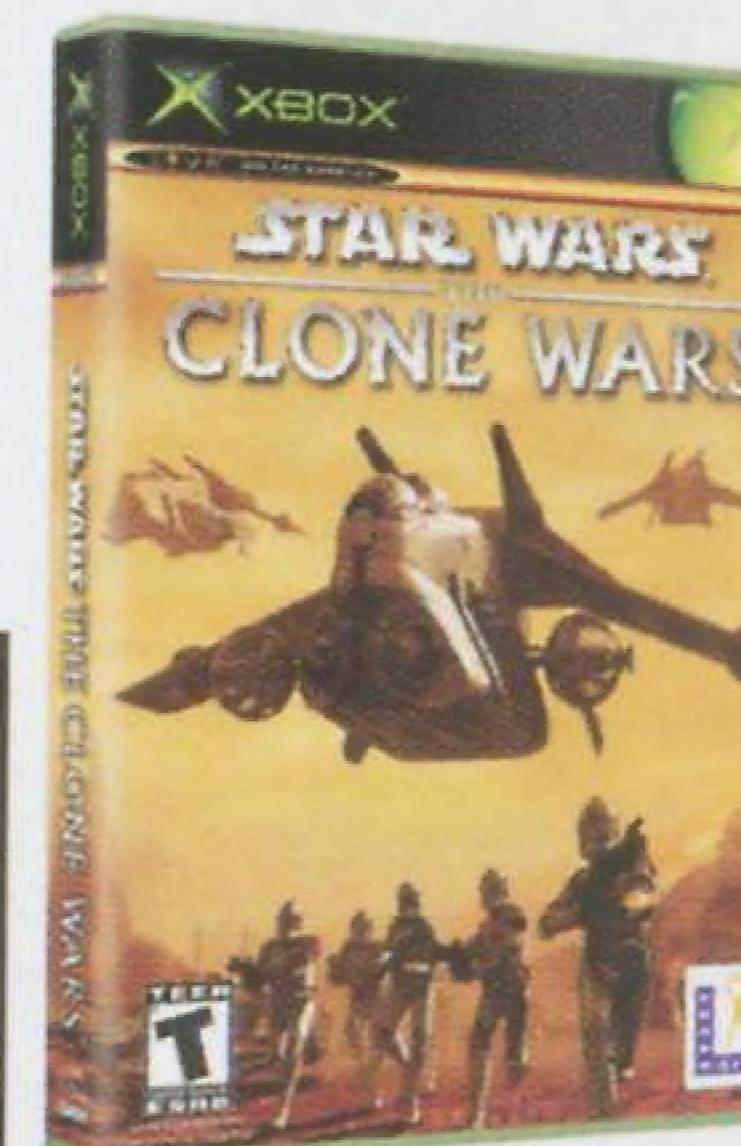
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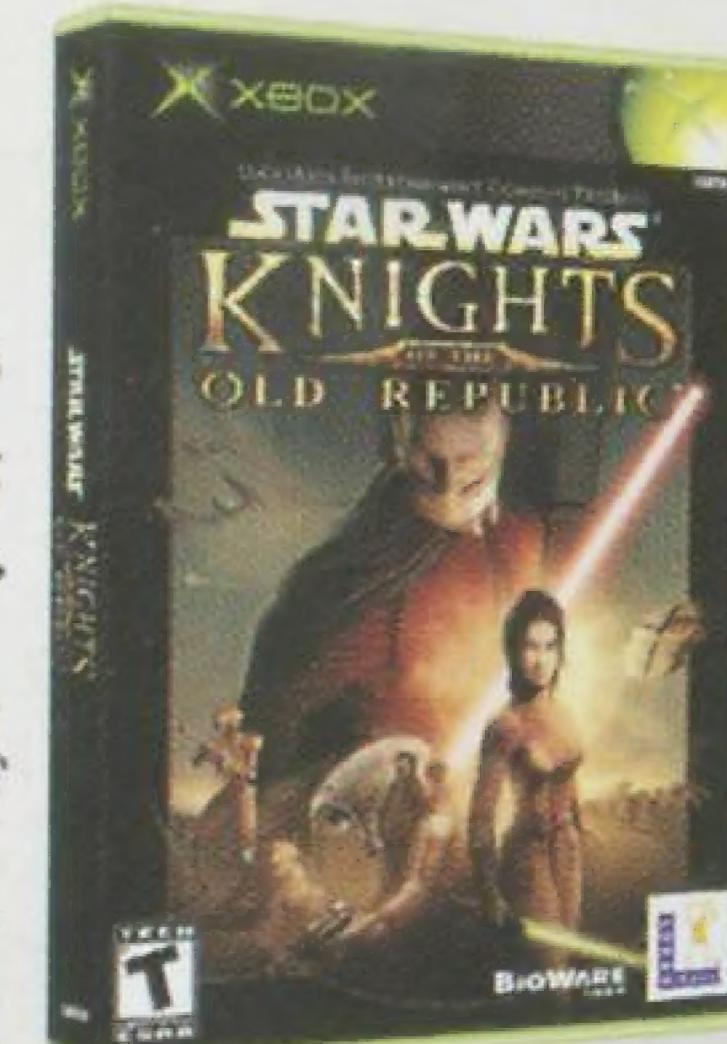


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